

(12) INTERNATIONAL APPLICATION PUBLISHED UNDER THE PATENT COOPERATION TREATY (PCT)

(19) World Intellectual Property Organization International Bureau



(43) International Publication Date
14 April 2005 (14.04.2005)

PCT

(10) International Publication Number
WO 2005/033826 A2

(51) International Patent Classification⁷:

G06F

(21) International Application Number:

PCT/TB2004/003184

(22) International Filing Date:

30 September 2004 (30.09.2004)

(25) Filing Language:

English

(26) Publication Language:

English

(30) Priority Data:

0323071.1 2 October 2003 (02.10.2003) GB

(71) Applicant (for all designated States except US): WATER-LEAF LIMITED [GB/GB]; 1st Floor, 28 Victoria Street, Douglas, IM1 2LE (GB).

(72) Inventor; and

(75) Inventor/Applicant (for US only): MOSHAL, John, Hillel [ZA/ZA]; 77 Armstrong Avenue, 4051 La Lucia (ZA).

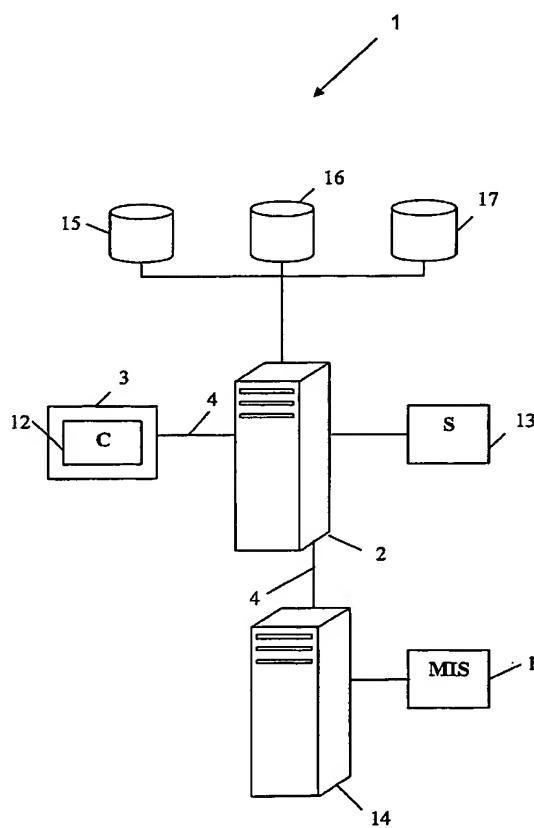
(74) Agent: BOWMAN, GILFILLAN, INC., (JOHN, & KERNICK); P.O. Box 785812, 2146 Sandton (ZA).

(81) Designated States (unless otherwise indicated, for every kind of national protection available): AE, AG, AL, AM, AT, AU, AZ, BA, BB, BG, BR, BW, BY, BZ, CA, CH, CN, CO, CR, CU, CZ, DE, DK, DM, DZ, EC, EE, EG, ES, FI, GB, GD, GE, GH, GM, HR, HU, ID, IL, IN, IS, JP, KE, KG, KP, KR, KZ, LC, LK, LR, LS, LT, LU, LV, MA, MD, MG, MK, MN, MW, MX, MZ, NA, NI, NO, NZ, OM, PG, PH, PL, PT, RO, RU, SC, SD, SE, SG, SK, SL, SY, TJ, TM, TN, TR, TT, TZ, UA, UG, US, UZ, VC, VN, YU, ZA, ZM, ZW.

(84) Designated States (unless otherwise indicated, for every kind of regional protection available): ARIPO (BW, GH, GM, KE, LS, MW, MZ, NA, SD, SL, SZ, TZ, UG, ZM, ZW), Eurasian (AM, AZ, BY, KG, KZ, MD, RU, TJ, TM), European (AT, BE, BG, CH, CY, CZ, DE, DK, EE, ES, FI, FR, GB, GR, HU, IE, IT, LU, MC, NL, PL, PT, RO, SE, SI,

[Continued on next page]

(54) Title: GAMING SYSTEM WITH WAGER LOCATION



(57) Abstract: A gaming system comprises a gaming server, one or more player stations and a communication network capable of providing communication between the gaming server and each player station. Each player station is located remotely from the gaming server and is capable of rendering to a player a simulation of one or more games of chance and of enabling the player to place a wager on a turn of any one of the games of chance. The gaming server records transaction data relating to each wager placed by a player on each turn of any of the games chance, the transaction data including the size of the wager, the time and date of the wager, an outcome of the turn of the game of chance, a geographic location of the player station on which the wager was placed by the player, and a status of the wager. The status of the wager is either successful if the outcome of the turn of the game is a favourable outcome, and unsuccessful if the outcome of the turn of the game is not a favourable outcome. Each player station has a unique identification code, and the system includes a player station database in which the geographic location of any player station is stored, indexed by unique identification code.

WO 2005/033826 A2



SK, TR), OAPI (BF, BJ, CF, CG, CI, CM, GA, GN, GQ,
GW, ML, MR, NE, SN, TD, TG).

For two-letter codes and other abbreviations, refer to the "Guidance Notes on Codes and Abbreviations" appearing at the beginning of each regular issue of the PCT Gazette.

Published:

- *without international search report and to be republished upon receipt of that report*